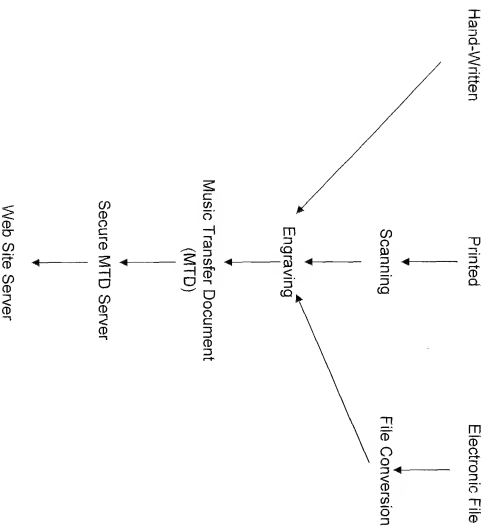
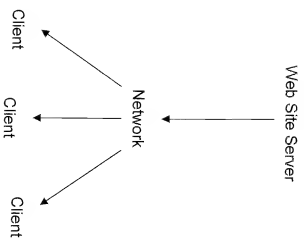


FIGURE 1



P R O D U C T I O N
S E R V E R

FIGURE 2



SERVER - NETWORK USER

PRESTO

the fourth movement of Wolfgang Amadeus Mozart's
Divertimento No. 14, K.V. 270

Oboe I

Oboe II

Horn I

Horn II

Bassoon I

Bassoon II

Handwritten circled number 1 is above the first measure. Handwritten circled number 2 is above the second measure.

Handwritten circled number 3 is above the first measure of the second system. Handwritten circled number 4 is above the second measure. Handwritten circled number 5 is above the third measure. Handwritten circled number 6 is above the fourth measure. Handwritten circled number 7 is above the fifth measure.

FIGURE 4: Scheme for a Sequence Map
SEQUENCE MAP

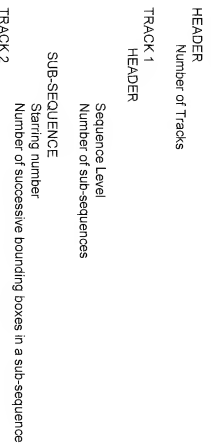
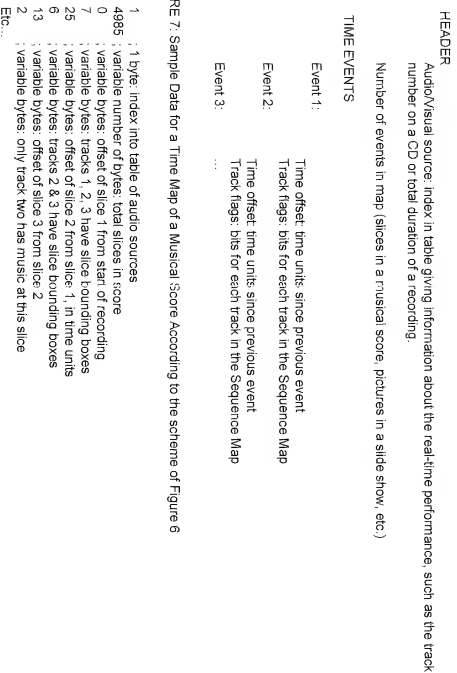


FIGURE 5: Data for a Sequence Map of a 124 Measure String quartet, with a repeat of 1-8 Measures

T	4	: 1 byte: number of tracks – header
R	4	: 1 byte: track 1 uses Level 4 bounding boxes that is, measures
A →	2	: 1 byte: number of sub sequences
C	1	: 1 byte: start at measure one
K	8	: 1 byte: use 8 measures of bounding boxes
1	1	: 1 byte: start at measure 1
	124	: 1 byte: use 124 measures of bounding boxes
T	4	: 1 byte: track 2 uses Level bounding boxes
R	2	: 1 byte: number of sub sequence
A →	1	: 1 byte: start at measure one
C	8	: 1 byte: use 8 measures of bounding boxes
K	1	: 1 byte: start at measure 1
	124	: 1 byte: use 124 measures of bounding boxes
2		Etc...for tracks 3 and 4
Total bytes: 25		

FIGURE 6: Scheme for a Time Map



[Note: values are compressed by using a single byte for all values under 128, and a bit flag (bit 7) and variable numbers of bytes for all larger values.]

FIGURE 7: Sample Data for a Time Map of a Musical Score According to the scheme of Figure 6